

Two nights among the undead

They say an infamous old vampire is buried
in an overgrown old cemetery outside the city.

But his hiding spot was lost, even by his own cult...

until tonight.

You've got the only known clues to his whereabouts,

a sealed box containing something
of his that'll supposedly wake him up,

and one night to find his grave,

dig him up and bring him back to the city.

A devoted protector of the Masquerade hires your coterie to

find dirt on an officer of the local court who got caught feeding,

and to deal with the mortal artist who witnessed it.

At first it looks like a straightforward job,

but the whole situation is like digging into an old grave

that most people don't want to see.

– there's a lot under the surface

An adventure compilation for **Vampire: The Requiem**, including **The Resurrectionists** and **Criminal Intent**

- Two adventures for Vampire:
The Requiem
- Character sheets and scene cards for easy record-keeping
- Five pre-generated player characters, complete with character sheets, backstory, and Storyteller suggestions





THE
RESURRECTIONISTS
COLLECTION

Sample file

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Sample file



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THE RESURRECTIONISTS COLLECTION

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The Resurrectionists

"The Resurrectionists" is a complete supernatural thriller story for your **Vampire** chronicle. Only you, as the Storyteller, should read this product initially. What follows is a frank how-to guide to playing out this story with your troupe, using the game rules in the **World of Darkness Rulebook** and **Vampire: The Requiem**.

Think of this product as a story kit, as if you'd bought a piece of modern furniture and brought it home in a big flat box. Inside, you'll find all the parts you need to build this story at home, through play. The tools you need to put this story together are in the **World of Darkness Rulebook**. When you get your troupe together, you'll use all these parts to build something together. It might not look quite the picture on the box, but that's fine. Your troupe doesn't get together to look at a story, it gets together to build them.

So this is a nuts-and-bolts thing. The parts in this kit are designed to make the actual job of being a Storyteller easier, to make the craft of Storytelling fast and fun for you. The heavy artful majesty you've read about — the transcendent game experiences that shock and satisfy as well as any novel — those come simply from doing a great job. Everything in here is intended to take up the slack so you can focus on doing that great job.

The basic parts that make up this story are simple: Storyteller characters and scenes. Each of them can be used in different ways to keep the story building towards its climactic end.

Overview

"The Resurrectionists" is a simple treasure-hunt story set in a sprawling Victorian garden cemetery outside of the city, on the dangerous edge of Kindred society. The action opens with the coterie already on site, with just one night to complete their task and get back into the city with their prize. Little do they know at the outset that they're not the only vampires falling like ravens on the cemetery tonight.

The treasure the coterie's hunting is a torpid vampire, a fugitive from the Lancea Sanctum called Rafael Pope. Back in the 1920s, Rafael Pope left the Sanctified church with knowledge of Theban Sorcery rituals and started a cult around himself — a cult made up mostly of Acolytes from

the Circle of the Crone. Rumor has it that Pope taught them about Theban Sorcery and the Acolytes taught him about Crúac. This made Pope a lot of dangerous enemies, the kind willing to chop through some fellow Kindred to keep Pope from sharing any more Sanctified secrets. In honor of his betrayal, and the half-truths he spread about the church after he left, local Sanctified call him the Liar.

In the '30s, Pope became the subject of an unofficial Blood Hunt called-for by the church. He went into torpor to avoid his destruction and had his few remaining followers lock his body up somewhere in the city. When the Sanctified found Pope's original hiding place in 1940, Pope's body wasn't there. A couple of vampires, still quietly enamored with the eccentric but generous Pope, moved his body sometime in the intervening years and didn't tell the rest of the cult. For sixty years, nobody's known exactly where Pope's body was.

Two months ago, a black-and-white photograph was discovered in an antique frame by some retainer or servant of an influential local vampire. (This local vampire should be a character already in your chronicle somewhere — someone capable of directing or otherwise motivating the coterie to follow-up on it.) The photograph depicts Rafael Pope, plain as day, standing in lamp-light near the house where his body was originally hidden in the city. The front of the photograph is dated before he went into hiding.

But on the back of the photograph is a note describing, somewhat cryptically, where Pope's body was buried within Arkwright Cemetery, outside the city. The vampire who has the photograph, who we'll call the Patron, has given the task of finding and waking Pope to the players' characters. The story begins with them just inside the cemetery wall, ready to begin their search. To help them wake Pope, they've been given a box the size of a small footlocker, containing "something that belongs to him." The coterie doesn't know it yet, but inside the box is the torpid corpse of another vampire, whose blood should be potent enough to rouse Pope from his sleep.

But no covenant is rumor-tight. Word of the photograph has reached a vampire in another covenant, which we'll call the